Once you've entered the editor, there are 10 layers for you to choose from. Pick a layer and then hit **Select Graphic** to choose from a wide variety of graphics, illustrations, logo shapes, backgrounds, odd shapes, sponsor logos or even enter your own text! Once you've chosen a graphic element for that layer, press the **Esc** key to go back to the Graphics Editor and see how it looks on your canvas. Then you can:

- Modify Graphic/Text – Go ahead and change your mind. This allows you to go back and pick a new graphic from that layer.
- Erase Layer – Wipe that layer clean and start over.
- Transform Layer – Press the ⬅ or ➡ arrow keys to rotate the layer. Press the ⬆ and ⬇ arrow keys to scale the layer and make it larger or smaller. The movement keys to move the layer within the canvas.
- Flip Horizontally – Flip the layer left to right to see its mirror image.
- Flip Vertically – Flip the layer top to bottom to see its mirror image.
- Swap Backwards – When you have more than one layer, you can move the selected layer behind the other layers to get the desired visual effect.
- Swap Forward – Move the selected layer in front of each of the other layers to bring it to the front of the graphic.
- Copy to Open Layer – Create a new layer by making a copy of your current layer.
- Colour Palette – Choose a colour from one of the 16 boxes to change the colour of the graphic element on that layer. Also use the Hue, Saturation, Value and Fade sliders below to customise your colour selections.

When you're satisfied with each layer, press the **Esc** key to return to the list of layers on the left. Use up to 10 layers to create your own masterpiece! When you're satisfied with your graphic, select **Done** at the bottom of the layer list to return to the Create-A-Graphic menu. Now you can save your graphic and use it in-game!



# CREATE-A-PARK

## CONTROLS

*Tony Hawk's Underground 2* has one of the most advanced level editors created, allowing you to design your own level and place different kinds of created goals within the level.

*Note:* Activision Customer Support cannot troubleshoot user-made editor parks.

## BASIC CONTROLS

The currently selected piece acts as your "cursor" as you use the selection keys to move the piece around your park. **Key Pad 4** and **Key Pad 6** rotate the piece and **Key Pad 2** places it down. **Key Pad 8** will erase any pieces intersecting with the current piece.

## CHANGING PIECES

Use the directional keys to select pieces. The **Delete** and **Page Down** keys allow you to scroll through the different categories of pieces to choose from. The current category is shown in the upper left-hand corner of the screen. Once you've selected a category, use the **Home** and **End** keys to scroll through the pieces available in that category. The name of the selected piece is listed above the piece.

## RAISING AND LOWERING GROUND

Use **Key Pad 7** and **Key Pad 9** to raise and lower the ground beneath the currently selected piece. To raise or lower large areas, choose a large piece, like the S Bowl in the Pools category. Then press **Key Pad 7** or **Key Pad 9** to raise and lower large sections of your park at once.

## TOOLS AND THE CLIPBOARD

You can select a portion of your park or another park and copy and paste it with the Area Selection tool. Use the selection keys to select the Tools category and find the Area Selection cursor. Place the cursor at the desired